

FIG. 1

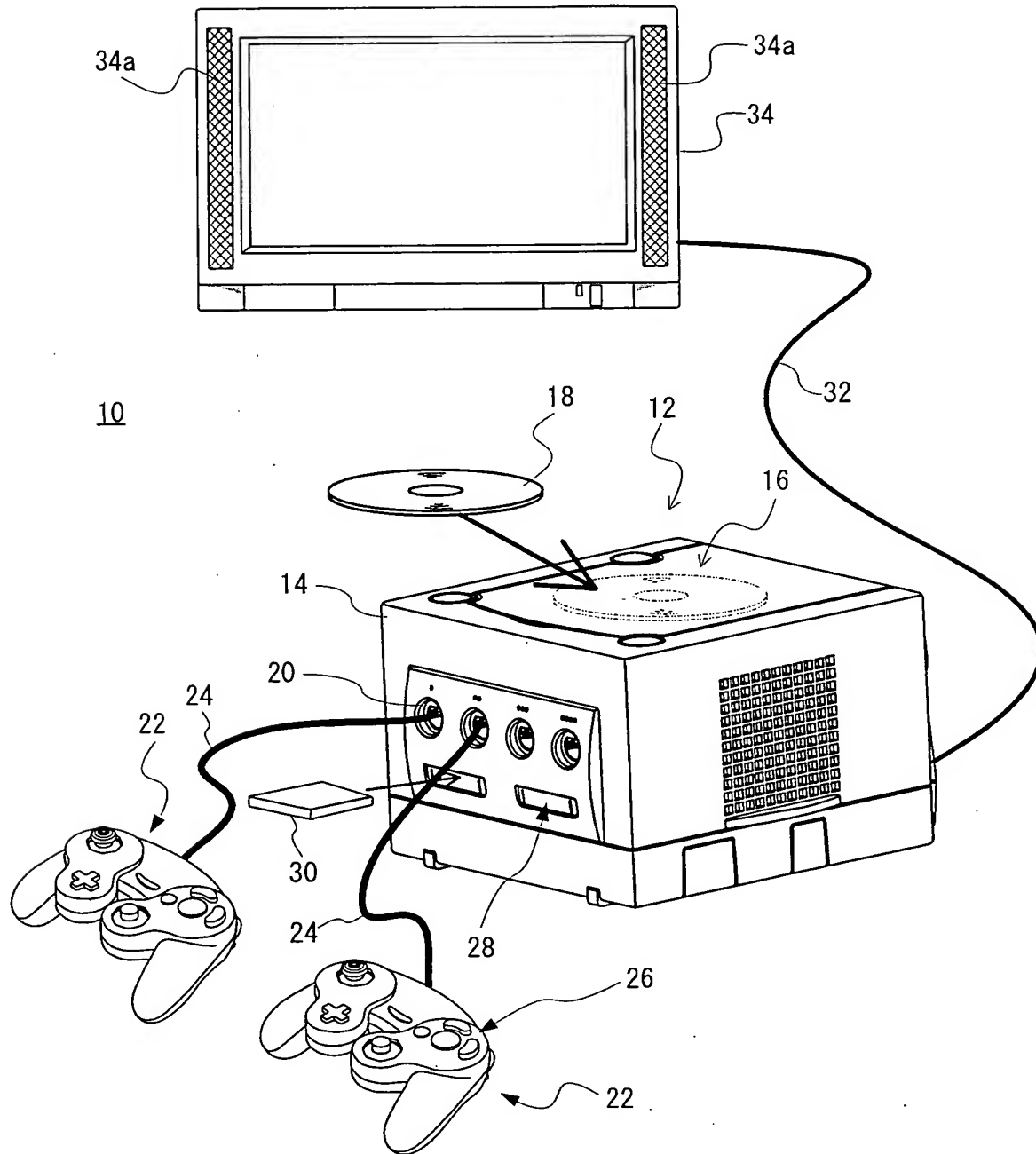


FIG. 2

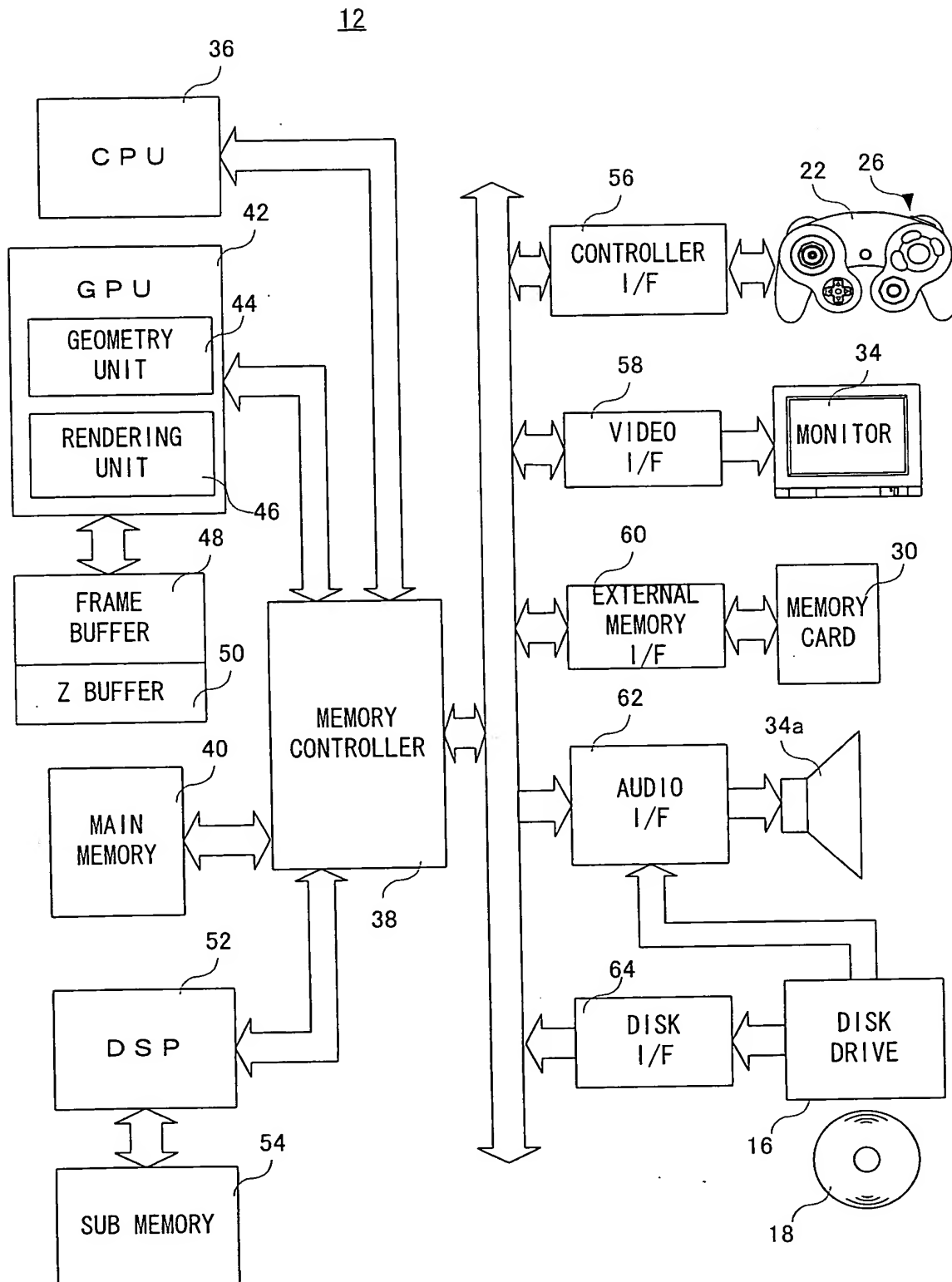


FIG. 3

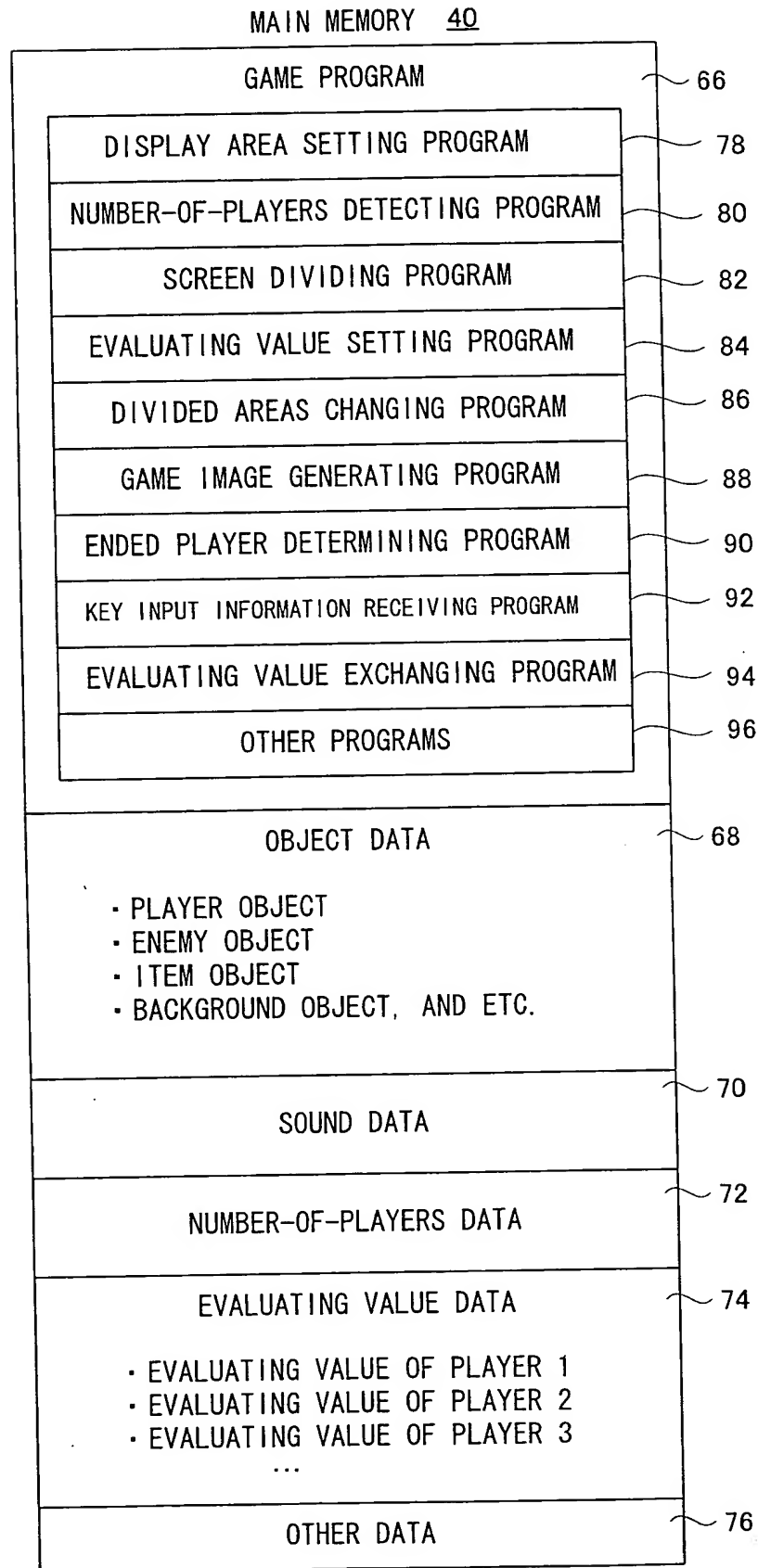


FIG. 4

AT A TIME OF STARTING GAME (IN CASE OF 2-PERSON PLAY)

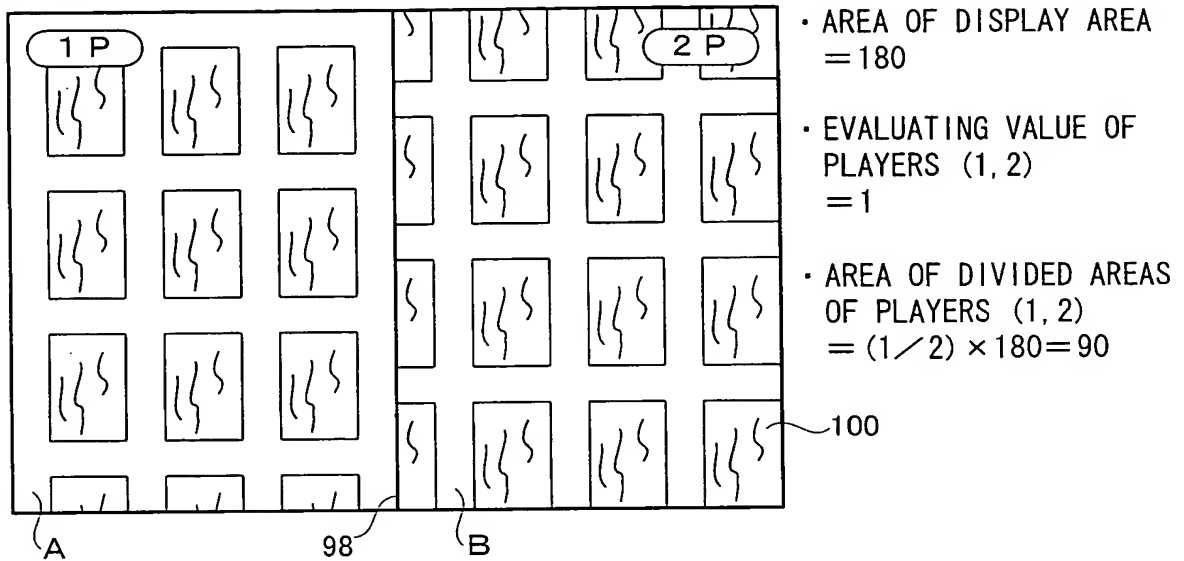


FIG. 5

WHEN PLAYER 1 TAKES CARD

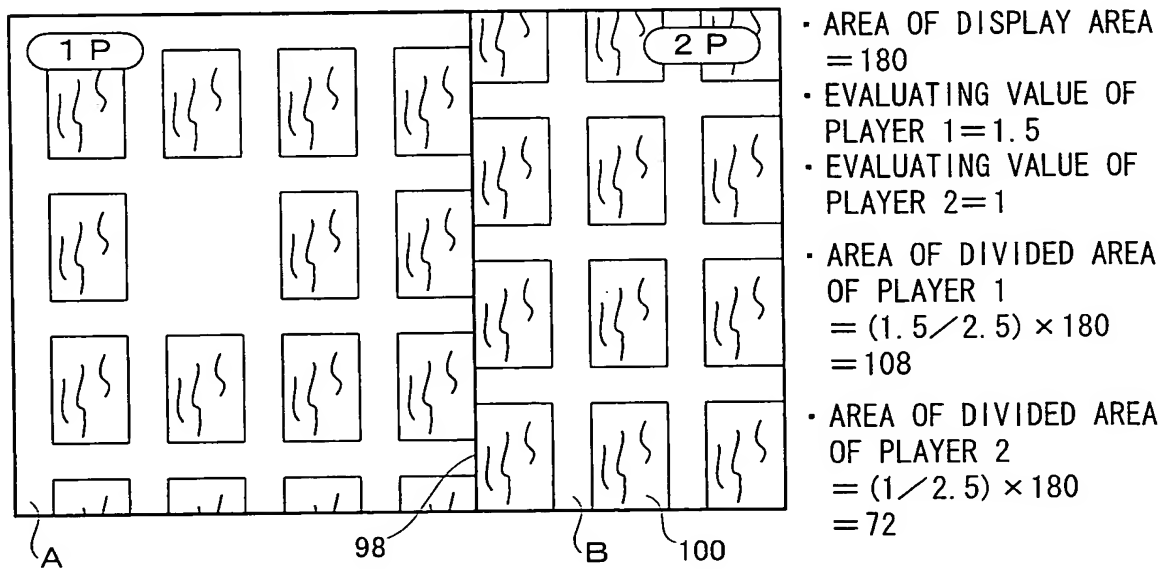


FIG. 6

STATE IN WHICH PLAYER 1 FACILITATES THE GAME ADVANTAGEOUSLY

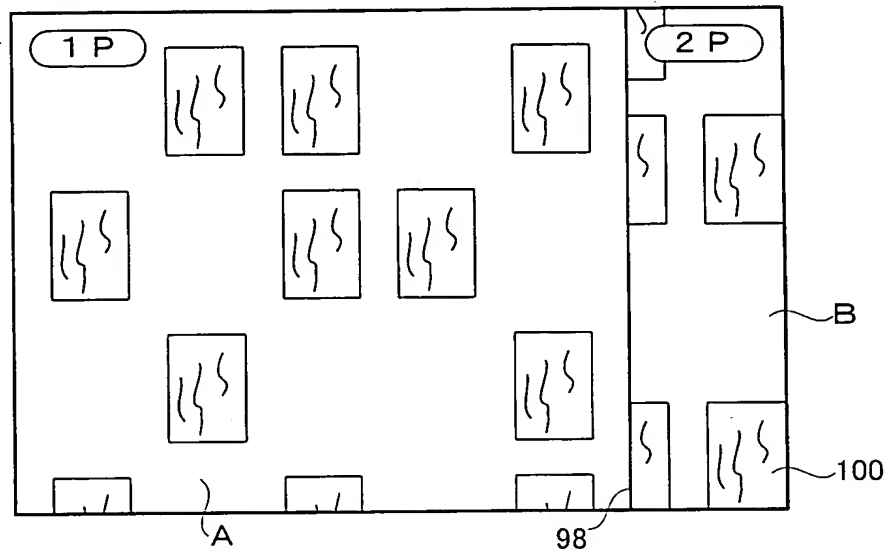


FIG. 7

AT A TIME OF STARTING GAME (IN CASE OF 4-PERSON PLAY)

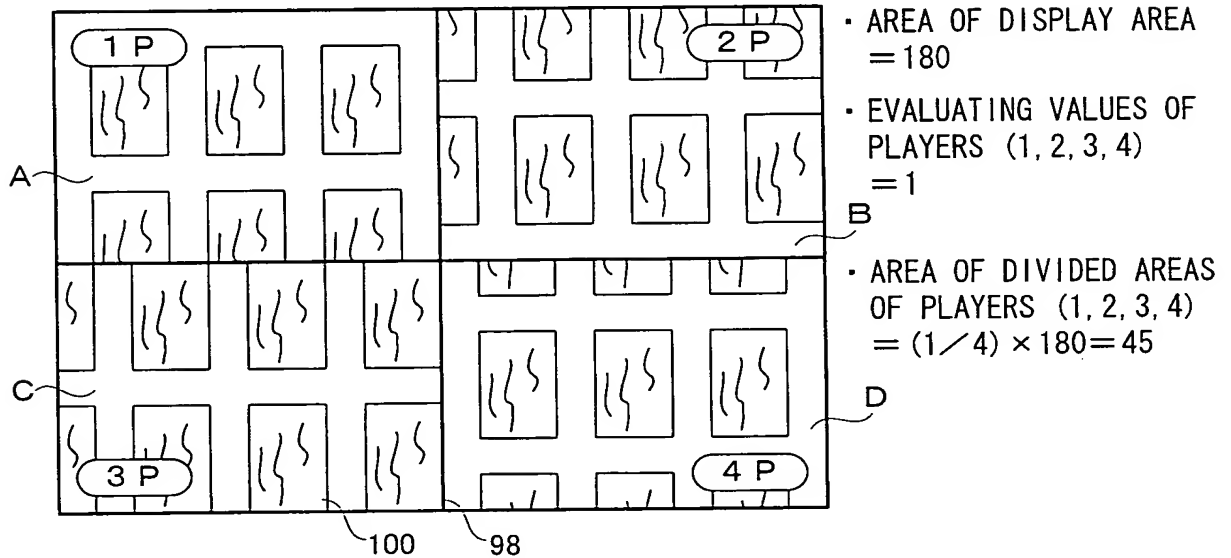


FIG. 8

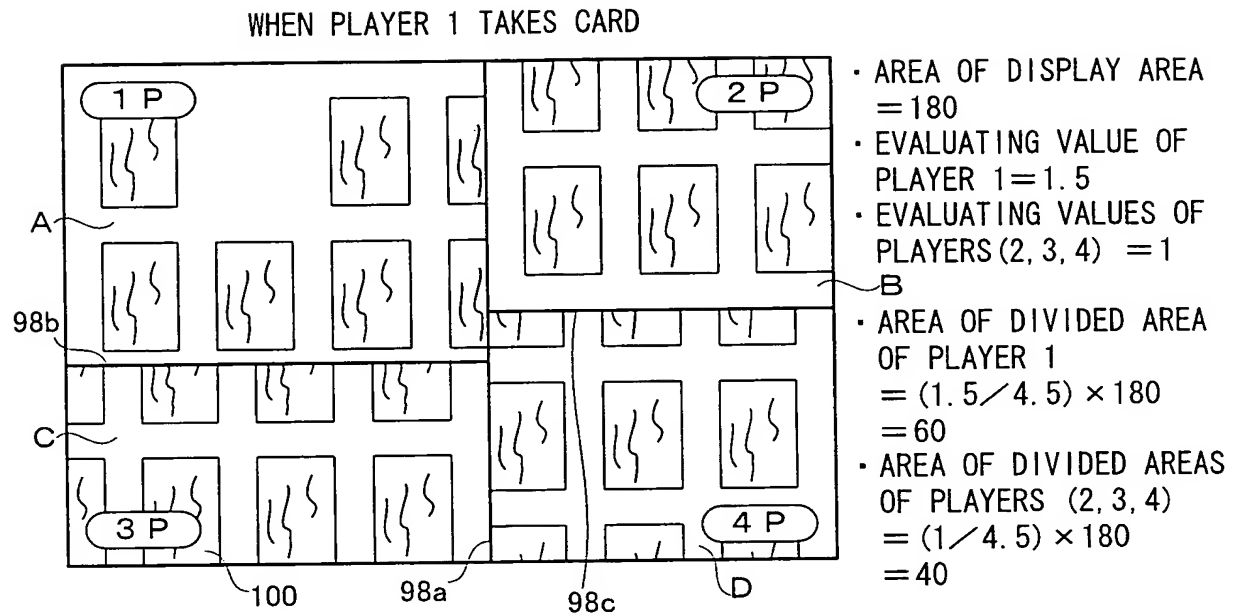


FIG. 9

STATE IN WHICH PLAYER 1 FACILITATES THE GAME ADVANTAGEOUSLY

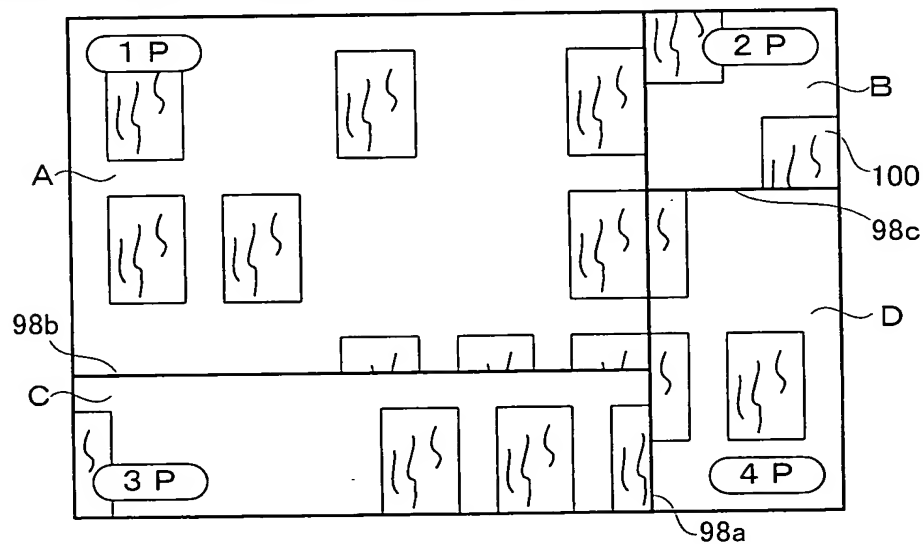


FIG. 10

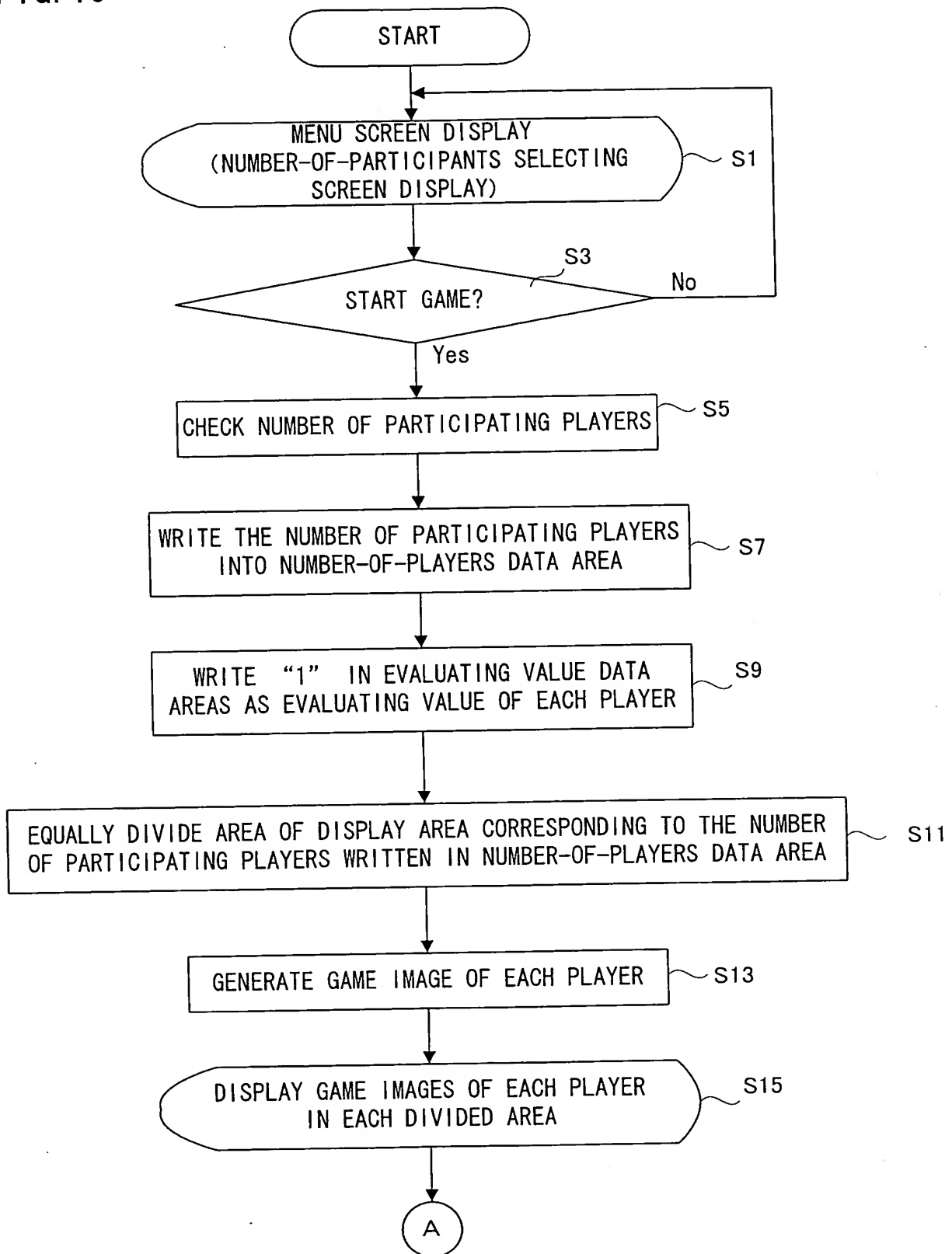


FIG. 11

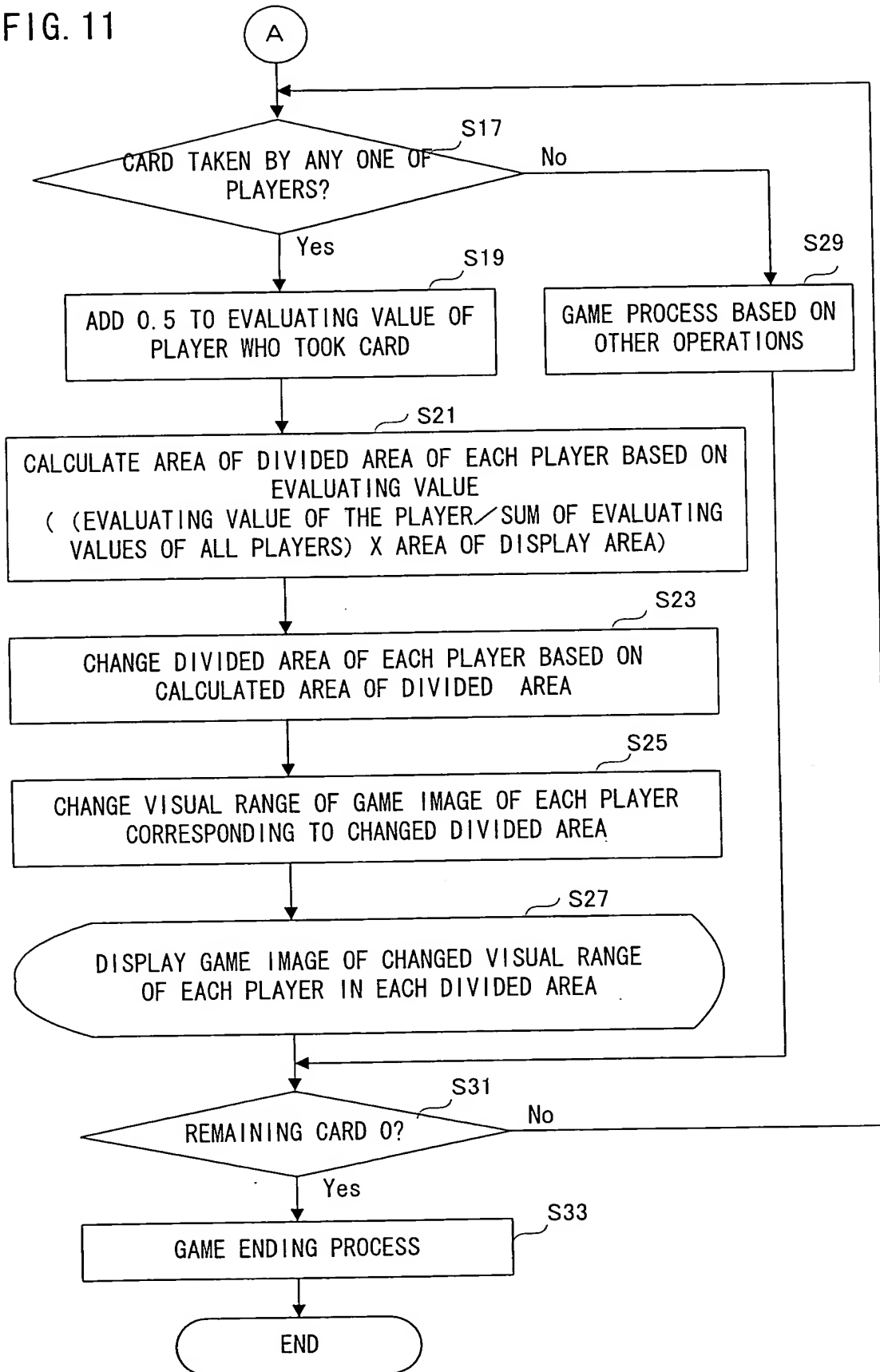




FIG. 12

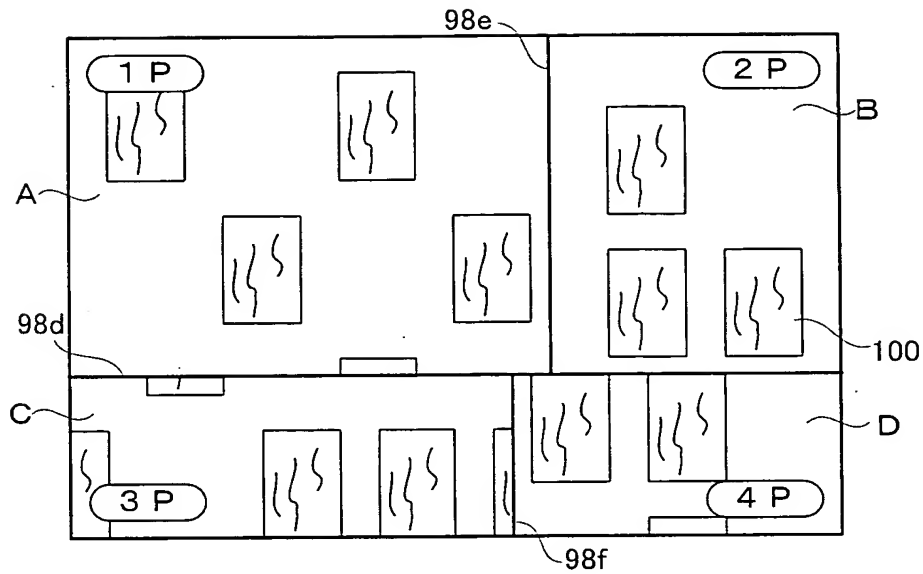
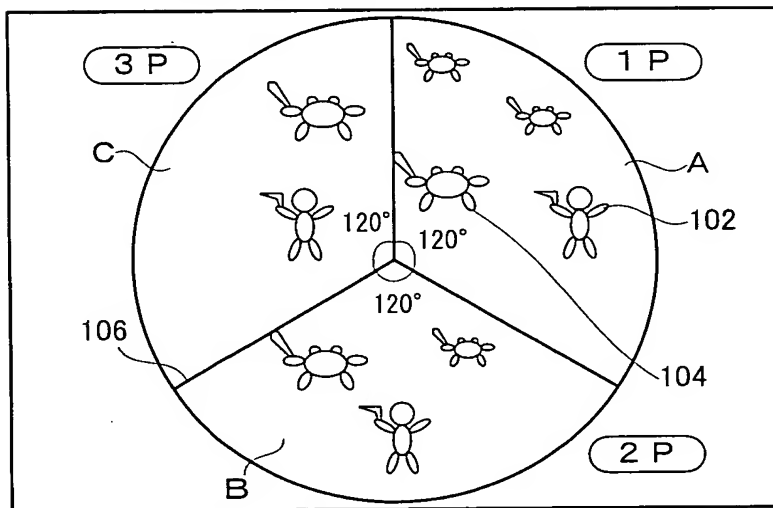


FIG. 13

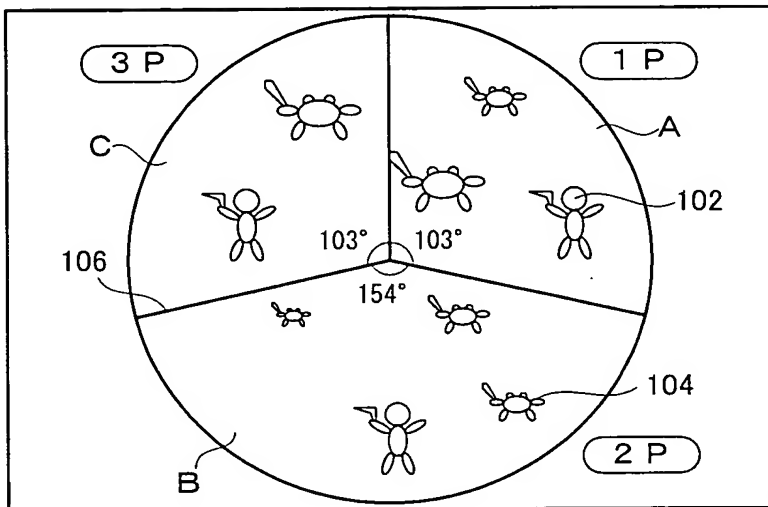
AT A TIME OF STARTING GAME (IN CASE OF 3-PERSON PLAY)



- EVALUATING VALUE OF PLAYERS (1, 2, 3) = 1
- CENTER ANGLE OF DIVIDED AREAS OF PLAYERS (1, 2, 3) =  $(1/3) \times 360^\circ = 120^\circ$

FIG. 14

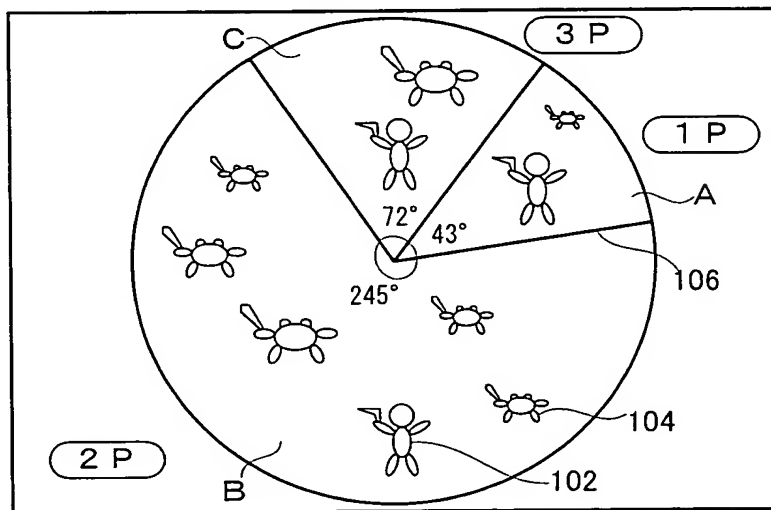
IN CASE THAT PLAYER 2 DEFEATS ENEMY



- EVALUATING VALUES OF PLAYERS  $(1, 3) = 1$
- EVALUATING VALUE OF PLAYER 2  $= 1.5$
- CENTER ANGLE OF DIVIDED AREAS OF PLAYERS  $(1, 3)$   
 $= (1 / 3.5) \times 360^\circ$   
 $= \text{APPROXIMATELY } 103^\circ$
- CENTER ANGLE OF DIVIDED AREA OF P LAYER 2  
 $= (1.5 / 3.5) \times 360^\circ$   
 $= \text{APPROXIMATELY } 154^\circ$

FIG. 15

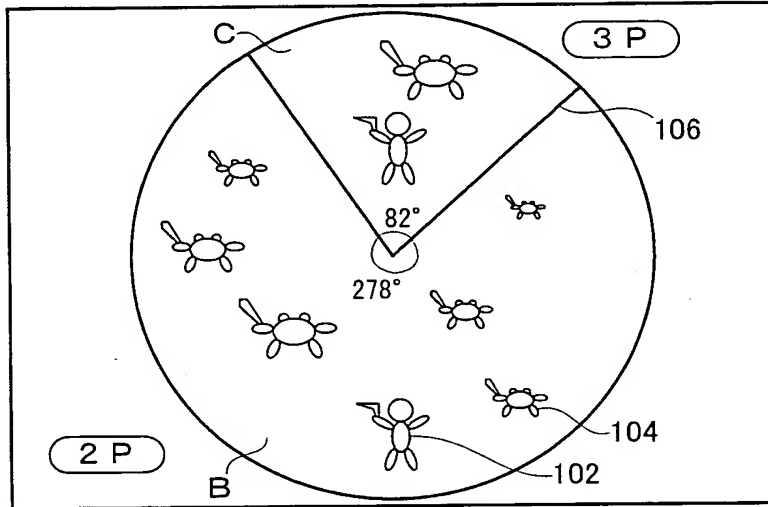
STATE IN WHICH PLAYER 2 FACILITATES GAME ADVANTAGEOUSLY



- EVALUATING VALUE OF PLAYER 1  $= 3$
- EVALUATING VALUE OF PLAYER 2  $= 17$
- EVALUATING VALUE OF PLAYER 3  $= 5$
- CENTER ANGLE OF PLAYER 1  
 $= (3 / 25) \times 360^\circ$   
 $= \text{APPROXIMATELY } 43^\circ$
- CENTER ANGLE OF PLAYER 2  
 $= (17 / 25) \times 360^\circ$   
 $= \text{APPROXIMATELY } 245^\circ$
- CENTER ANGLE OF PLAYER 3  
 $= (5 / 25) \times 360^\circ$   
 $= 72^\circ$

FIG. 16

IN CASE PLAYER 1 IS GAME-OVER



- EVALUATING VALUE OF  
PLAYER 2 = 17
- EVALUATING VALUE OF  
PLAYER 3 = 5
- CENTER ANGLE OF  
PLAYER 2  
 $= (17 / 22) \times 360^\circ$   
 $= \text{APPROXIMATELY } 278^\circ$
- CENTER ANGLE OF  
PLAYER 3  
 $= (5 / 22) \times 360^\circ$   
 $= \text{APPROXIMATELY } 82^\circ$

FIG. 17

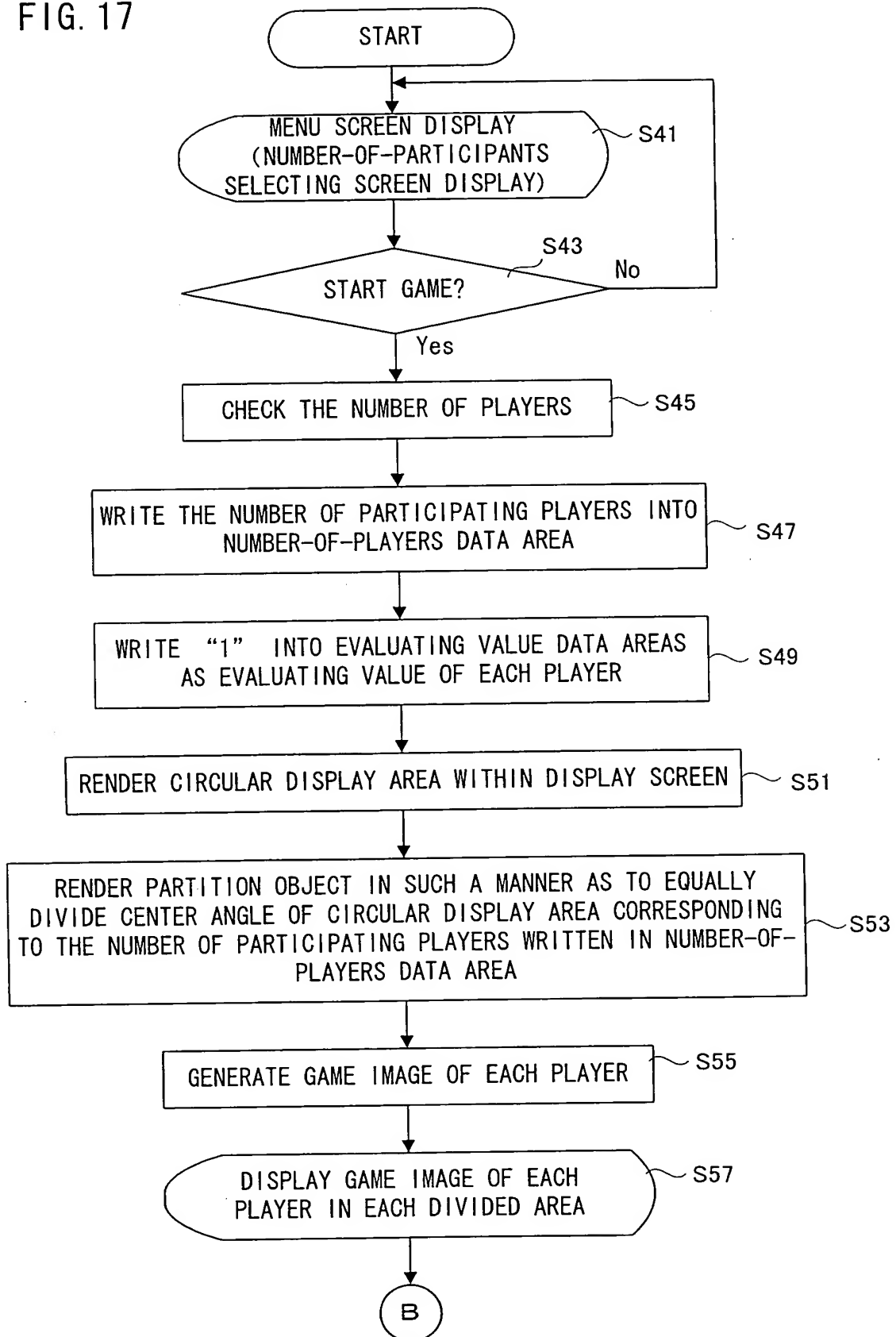


FIG. 18

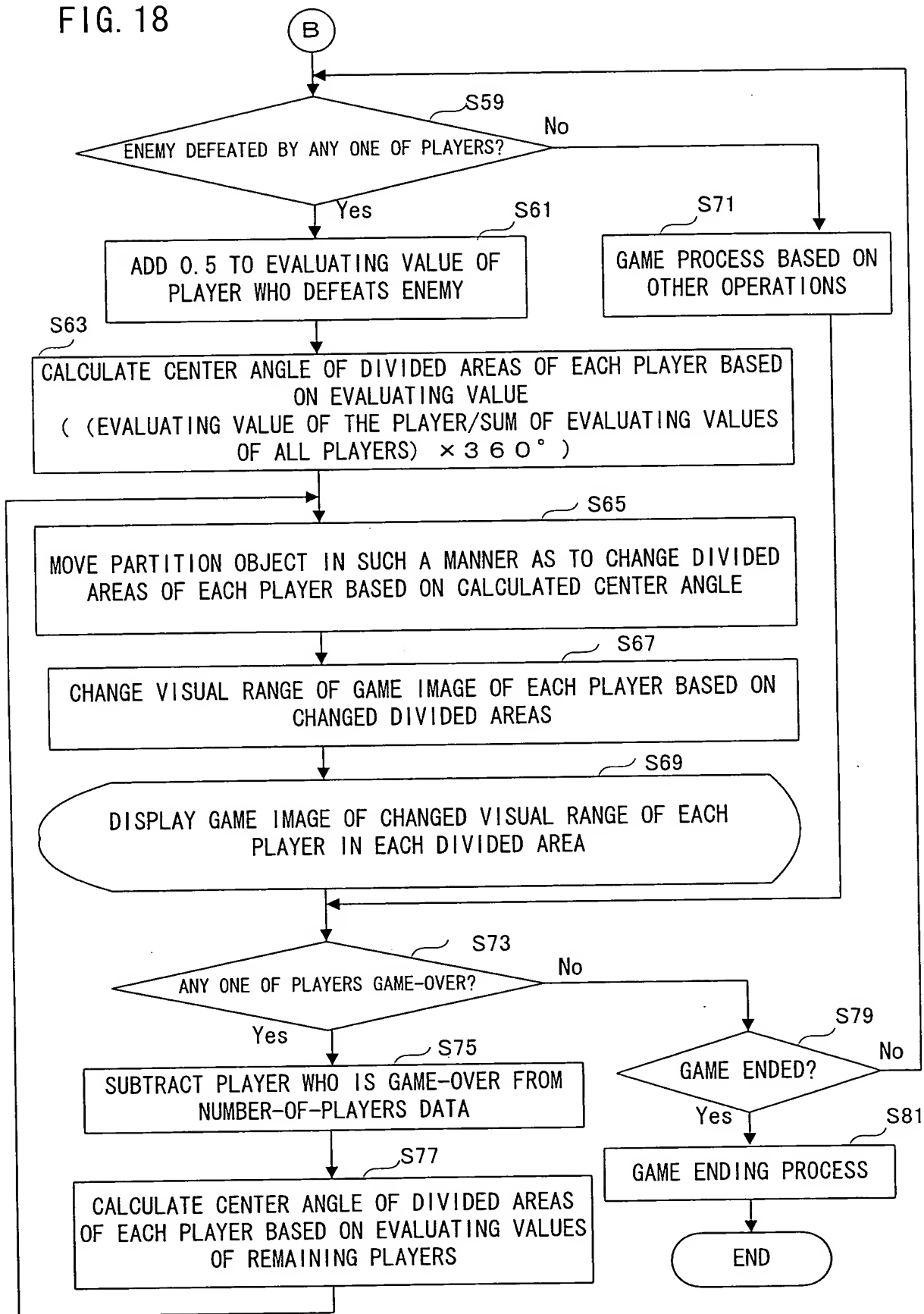


FIG. 19

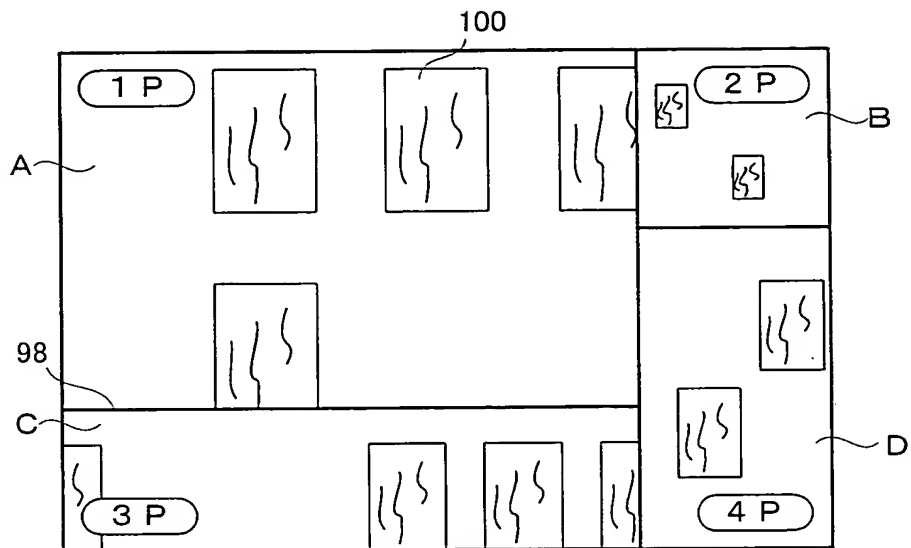


FIG. 20

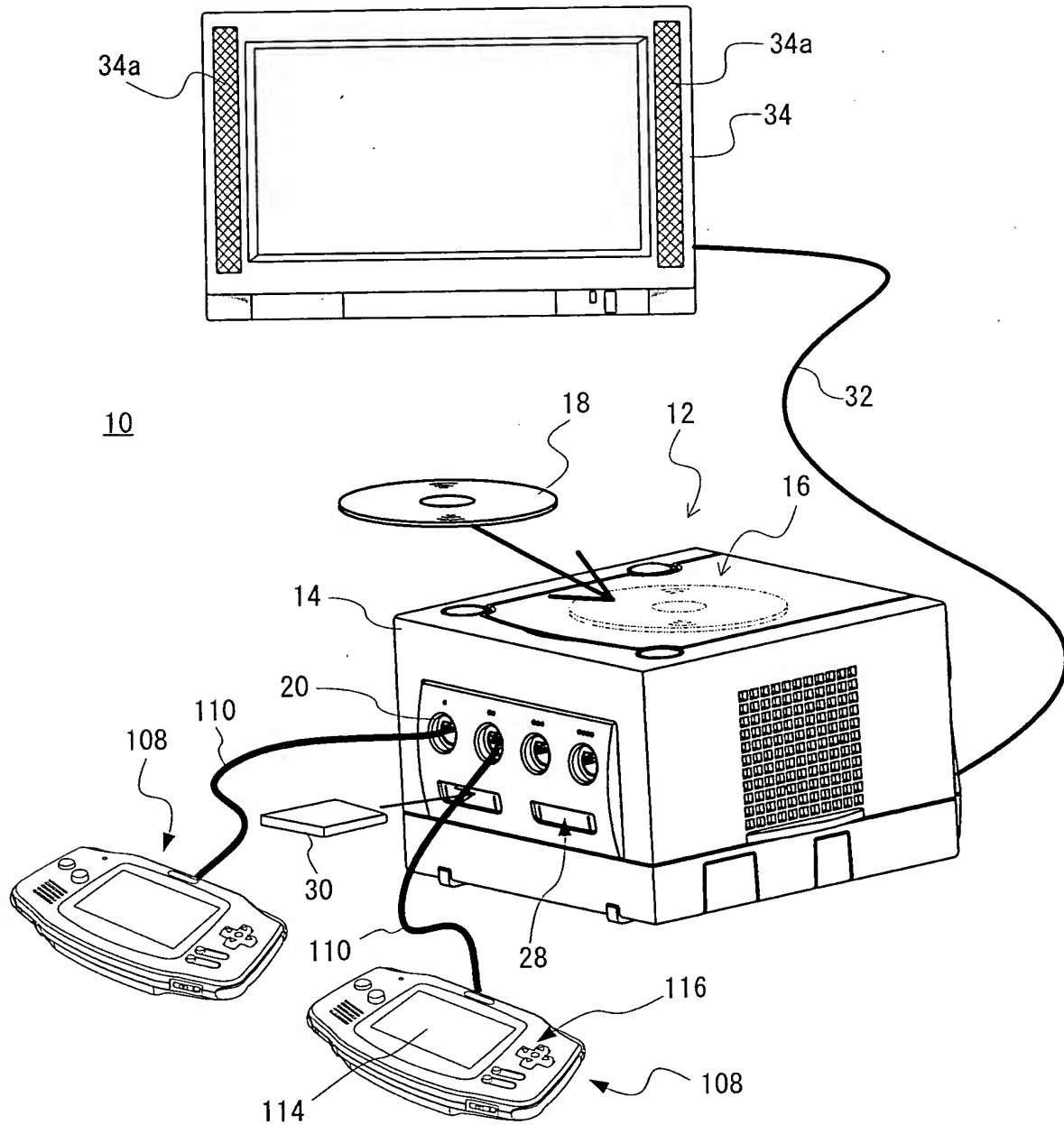


FIG. 21

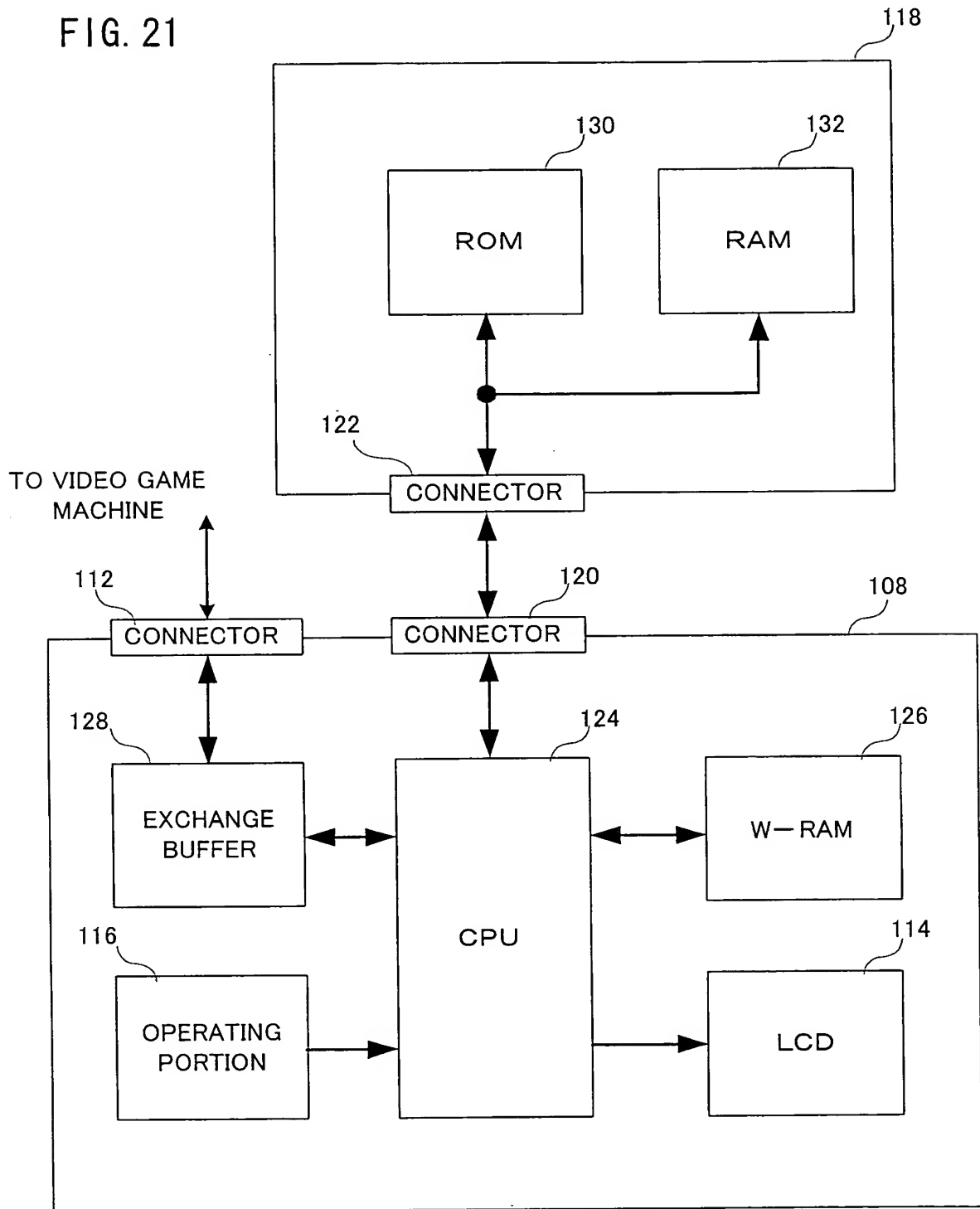




FIG. 22

ROM OF HAND-HELD GAME MACHINE 130

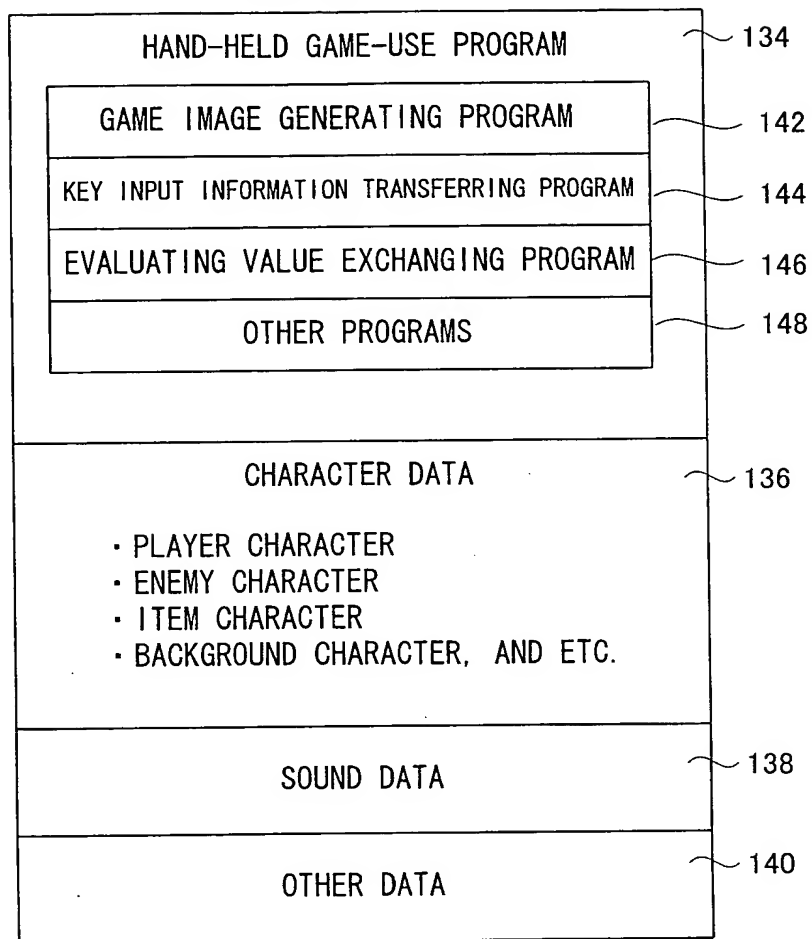
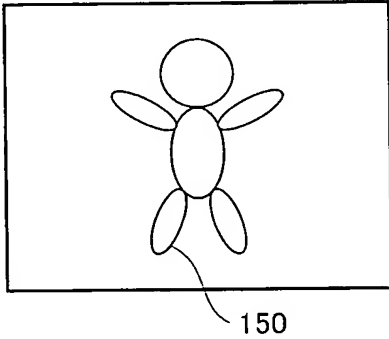


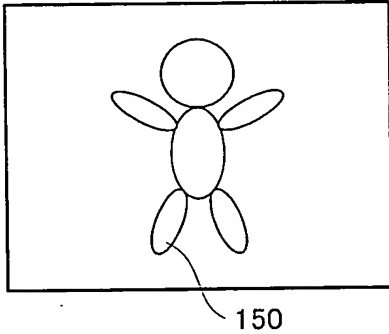
FIG. 23

(A) AT A TIME OF STARTING GAME → (B) STATE IN WHICH PLAYER 1 FACILITATES GAME ADVANTAGEOUSLY

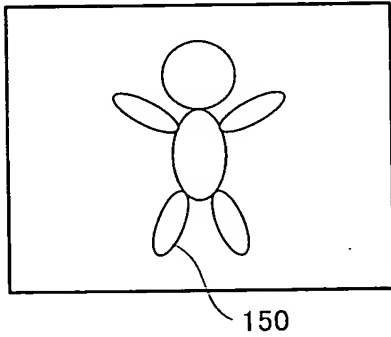
(a) HAND-HELD GAME MACHINE 1



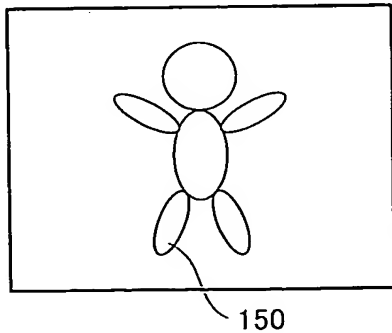
(b) HAND-HELD GAME MACHINE 2



(c) HAND-HELD GAME MACHINE 3

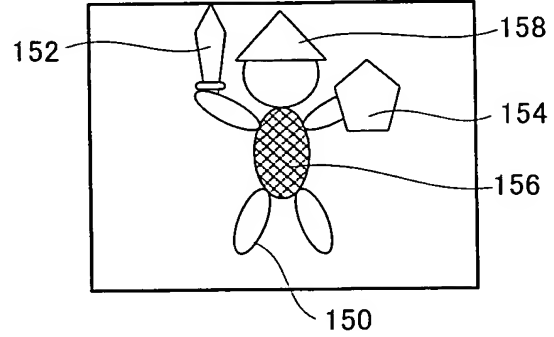


(d) HAND-HELD GAME MACHINE 4

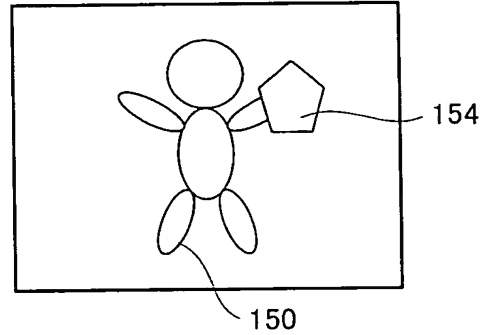


(B) STATE IN WHICH PLAYER 1 FACILITATES GAME ADVANTAGEOUSLY

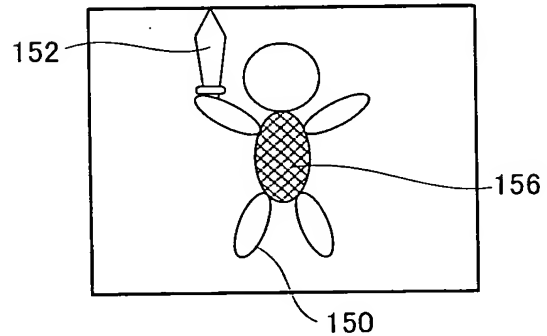
(a) HAND-HELD GAME MACHINE 1



(b) HAND-HELD GAME MACHINE 2



(c) HAND-HELD GAME MACHINE 3



(d) HAND-HELD GAME MACHINE 4

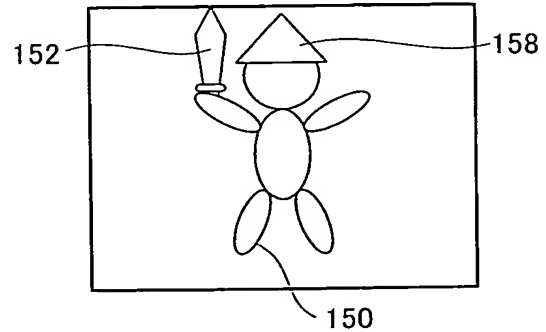


FIG. 24

EXCHANGING PROCESS ON VIDEO GAME MACHINE SIDE

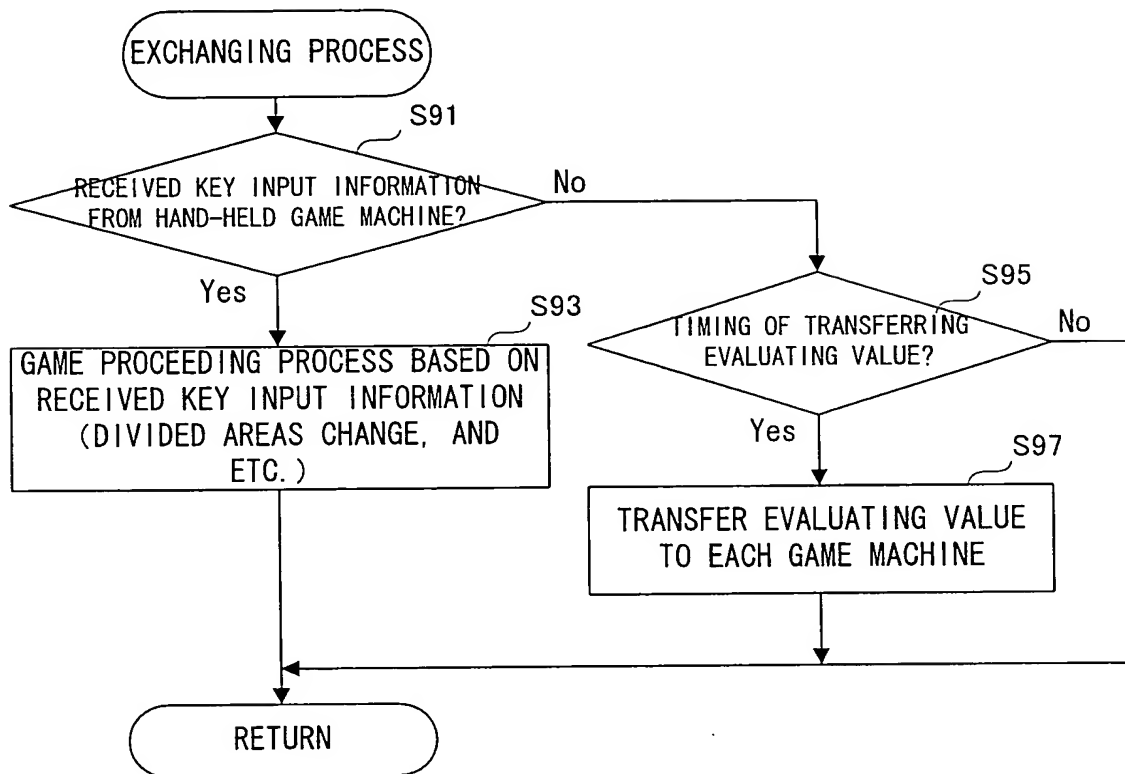


FIG. 25

PROCESS ON HAND-HELD GAME MACHINE SIDE

